THE MAGAZINE FOR THE ATARI LYNX AND ALL ATARI CONSOLES

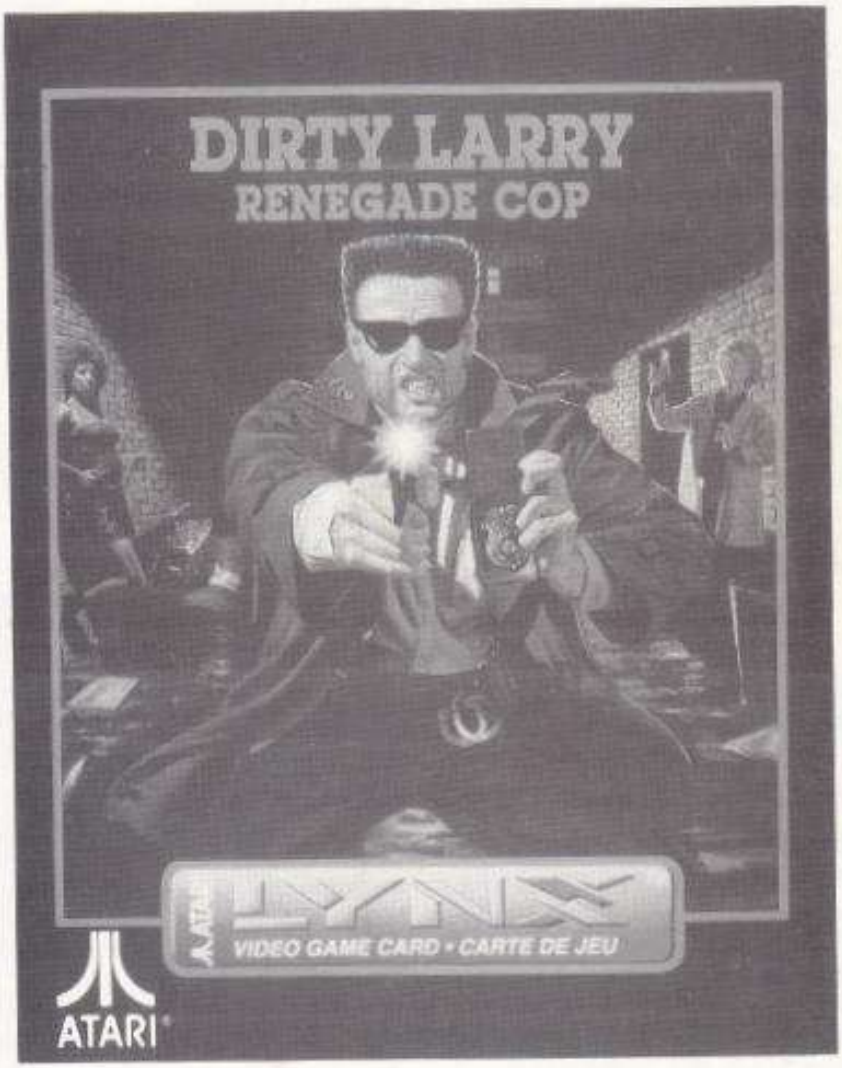
LYNX USER

USA AND CANADA $2.00

85p

Reviews of
Toki
Slimeworld
Crystal Mines 2
Rampart
Turbosub
Superskweek

Exclusive look at Lynx Software Developer



WIN COPY OF XYBOTS

Editor's View

Hello and welcome to issue 4 of Lynx User. It's been about two months since the last issue and what a load of things have changed since then.

Firstly, the Lynx sold extremely well over Christmas. Becoming the biggest selling handheld over the period. The Game Gear with it's TV Tuner option and the ability to play Sonic the Hedgehog was beaten in sales by the Lynx, due to good word of mouth from software stores and the quality of the Lynx titles on offer.

Even though the Lynx is now the No 1 honcho, will it continue to remain in that position? What will determine this of cause is not the quantity of titles on offer (though this helps), but the quality of the titles and especially the quality of the game play. As I have not seen the latest titles for the Game gear, I cannot comment on them. But as for the latest titles on the Lynx is concerned including Crystal Mines 2 and Toki, they are all extremely playable competent conversions. All we need now is a lot more of them.

If titles of this quality continue to appear, I think that the Lynx will become the dominant Handheld in this country, and maybe even the world. But the Lynx wont have it all it's own way. Sega's Game gear will continue to be popular, as Sega release all their arcade hits on their handheld. Nintendo's Gameboy has some terrific titles available for it, including Mario which is probably the best game ever made. The only set back is it's primitive graphics, and of cause that it's black and white.

But the biggest threat to the Lynx is going to be the much rumoured colour Gameboy. At the moment the only details we have is that it wont take existing Gameboy cartridges, and that it will have an advanced sound system.

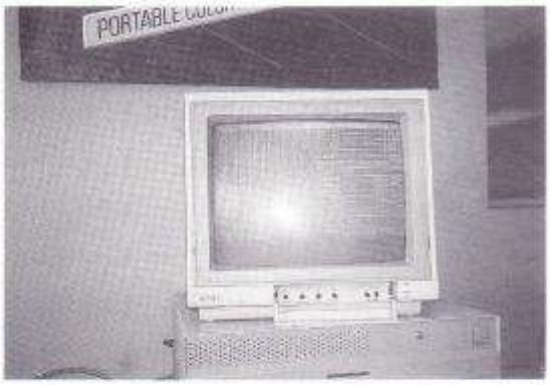
Has Nintendo produced a Lynx beater? Has it solved the excessive battery power problems that has plagued the Lynx and the Game gear? Will Mario be the first release? Within six months we should have the answers.

The real comfort for Atari is that they already have an advanced handheld on the market, with a continually expanding catalogue of titles available. They also have an established user base especially in the all important American market. With both of these factors on it's side, it looks like the Lynx has a good chance of winning the Handheld War. Anyway, I hope so.

Before I go I would like to say hello to Nicholas Frazer and Andrew Mc Jackson, please give me a call guys.

Until next time.

Edwin (editor)



News

ATARI DOUBLES PRODUCTION

Atari is to double production of the Lynx due to increased sales of its hand held wonder all over the world. Sales of the Lynx is also expected to double this year. Production will increase from 500,000 machines per annum to just over a million. The announcement comes in the wake of recent sales figures from the UK and the USA. Which shows that the Atari Lynx is becoming a major competitor to the Gameboy in the marketplace, with total sales of the Lynx passing the 500,000 mark in the USA and the 150,000 mark in the UK.

BATTERY POWER AT A PRICE

Were you ever just about to complete level 20 on STUN RUNNER, and your batteries went dead? Are you the type of person who waits till the shops are shut before going out for a new set of batteries? Well if you are, help is at hand.

Those wonderful, fantastic, loveable (we have heard it all before) people at Atari have come up with an external battery box, for our favourite handheld. The swanky grey coloured battery box, measures around nine inches in length. Comes complete with a strap and a moulded belt clip, and plugs directly into your power socket. Battery power is supplied by six D-size batteries (not supplied), so don't go buying HP7's like I did.

After continuous testing here at Lynx User (two minutes) we found the box to be reliable and solid in use (the batteries don't rattle around). And in terms of cost saving. Well we think that the cost saving is around 10%-20% taking into account that the bigger batteries are more expensive.

The actual look of the unit is very nice (very nice, very very nice), and it fits nicely onto your belt. The cost saving can be quite significant, if you continuously use your Lynx on the move. But I think the main reason Lynx users will buy it is that it looks so cool. This is definitely a fashion accessory, to go with your Nike trainers and Levi Jeans.

So if you want portable power at an affordable price look no futher.

LYNX DEVELOPERS KIT

To the left are the first pictures of the Lynx developement system. The system is made up of an Amiga computer, with 3M Ram and a Hard disk. On top of the Amiga's hard disk is Howard;a parallel-interface module that has the electronics of the Lynx, with debugging tools. It's also called "HOWDY." Software includes Handybug; a powerful symbolic debugger, also contains a disassembler. Handicraft; graphics translator that takes the IFF files and turns them into coded Lynx sprite definitions. HSFX; sound editor. Macro libraries and example programs. The system also contains a notebook of system documentation (3 inches thick) plus updates.

Apart from the Amiga, the development system also runs on a PC. A full developers system currently costs around £3000.

GAMES FOR ALL SEASONS

A wealth of new titles are coming to a Lynx near you soon. Firstly Telegames, the first third party publisher for the Lynx is set to release Double Dragon and Super Off Road Racer. Both of these should be available by the end of the year.

Other titles coming our way include Gordo 106, Space Canyons, Joust, Time Lord, a certain Whirlwind snooker game, Full Court Press, Desert Strike (I hope this looks as good as the Megadrive version) Steel Talons, Driving Demons (a digitized racing game for up to four player) and Time Gates.

From Handmade Software we will also be getting Jimmy Conners Tennis and Power Factor, a horizontally scrolling shoot-em-up that looks very cool indeed.

Keep reading this magazine for further news of upcoming Lynx titles.

LYNX USER SHOPPING

Lynx User is now available from a number of shops in the South of England. Including the Computer Cavern in Reading, Wallingford, Basingstoke. Homework computers in Maidenhead, the Steam Video Company in Ascot and Just Tapes in Bracknell.

If you would like to buy your copy of Lynx user over the counter, and you don't live in any of the above areas. Please ask your local computer shop about stocking Lynx User. But please remember though that Lynx User will always be available mail order.

THE ONLY SHOW

Were you at the 16-bit Computer show? Did you see the brilliant Atari stand? Well if you weren't, the pictures to the left will give you some idea of what you missed?

Atari had the biggest stand at the Show, with all the latest ST's on show including the new TT range of Super ST's. But of cause the main attraction was the 56 Lynx's on display, showing off all the Lynx titles available (well there was 56 Lynx's when they started). Included in the display were four comLynxed machines all playing Chequered Flag. Anyway it was a good three days, and we hope everyone who went had a good time. We would like to say hello to a couple of people including Colin Hunt of 8:16 magazine, and Paul Simmonds.

LYNX USER PRICES

Due to the increase in postal charges, and the increasing size of Lynx User the cost of Lynx User mail order is going up from issue five as follows:

1 issue will cost £1.05 incl p+p or just 65p + a large sae.
Eire and Europe is £1.70 post paid, with the rest of the World being £2.00 post paid. Orders from outside the UK by international money order in pounds sterling.

PRIZE WINNERS

Well here we have the names of the winners in the Chips Challenge comp.

Winners of the game were Mark Williamson from Warrington, Mr TA Helm from Brighton and Andrew Lartice from Enfield.

Winners of the posters were William Coates from London, Jason Lawton from Dyfed, C. Packer from Uckfield, P. Anderson from Manchester, Mike Smith from Liverpool, William Ross from North Leigh, Gary Roberts from Chelsea, Tom Maxwell from London, Philip Bailey from Bournemouth and finally Harry Marshall from London.

LYNX THE MOST PREFERRED CAT FOOD

In a recent survey in the USA, the Lynx was chosen as the portable machine most people wanted to own.

A number of potential portable games machine buyers were asked which machine they would most like to own. Ninety six percent of those asked said that they would like to own a Lynx.

The Lynx Revolution

This month we take a look at the companies who have produced, or are producing games for our favourite handheld.

TELEGAMES

Started way back in 1979. Very quickly it established itself as a reliable and reputable mail order company, selling everything from computer games to imported consoles.
Also as a games development House, it showed it's pedigree producing very playable, quality titles for the Atari 2600 console. Lately they became the first licensed publisher for the Atari Lynx, producing the brilliant Chess Challenge and Qix. Their future releases include the first Role Playing Game for the Lynx; Guardians: Storm Over Doria, as well as RC Destruction Derby, Krazy Golf, Double Dragon and Super off Road.
Telegames also have a number of other titles in the pipeline, so watch this space for further details.

Guardians:Storm Over Doria - A King from a distant land is deeply distressed over the kidnapping of his son by an evil wizard, and more importantly the disappearance of a magical crown that controls the weather (I reckon the crown is more important).
The King summons the Guardians, and tells them that they must rescue the Prince and return the crown to the Kingdom or Doria will be destroyed.
Up to four comlynxed players can take part, each player can select his character from an on screen display with attributes such as wisdom, charm and speed.
This 2 meg cart is viewed from a 3/4 overhead perspective, with the player travelling across Doria searching for clues, learning magic spells and fighting 23 differet types of monster along the way.
This will be the first real RPG for the Lynx, and from the early screenshots it looks brilliant. Look out for the review in issue 5.

Chess Challenge - A chess game for a handheld? Many people thought it was not possible, but somehow the programmers at Telegames managed to produce one of the most impressive looking Chess games to be seen on any machine. With a 3D chess board, varying skill levels and a bewildering area of options, this is the game for any Chess fanatic. Reviewed in issue 2.

Qix - One of the most original action/strategy games for the Lynx. The object of the game is to score points by boxing in the Qix, the spinning Helix. Complete a level by boxing in an equal or greater percentage of the play area given for each level.

Double Dragon- No word as yet to what it looks like, but it will hopefully have all the features of the original. Expect it around the end of this year.

US GOLD

Games in development for the Lynx include Strider 2 and Indiana Jones and the Last Crusade. Rumour has it that Strider 2 is finished, but won't be released until Strider 2 is finished and released on the Gamegear. Expect these and other US Gold titles around the beginning of next year.

CYBERLABS

Little is known about them at the moment, except that they are based in the States and that their first title will be called Outpost Mars. We are trying to find out more about them, so watch this space for further details.

INTENSE GAMING

Another third party developer, that is based in the USA. They have

Space Canyons - A 3-D space game, where you pilot a figher craft around the Galaxy blowing up aliens, for up to four players.

Timegates - Another RPG for the Lynx (about time too). A time travelling game for up to four players.

Driving Demons - Believed to be pretty awesome, the game will feature Digitized graphics, sampled speech and will have a blistering array of Options. Four player comlynx compatible.

TENGEN

A regular developer of Atari software, who have allready given us Gauntlet 3 and Klax. Future releases may include RBI Baseball and Skull and Crossbones.

KNIGHT TECHNOLOGIES

Are producing Dirty Larry for the Lynx... The law is not pleased with Larrys performance as a cop, holding the record for crashed squad cars he must travel by Subway to work. But even in the subway he is not safe from the mysterious crime bosses thugs. Using his fists and his 45 pistol, Larry cleans the scum off the streets. With lots of luck, guts and hardware you may get to face the final challenge MR BIG HIMSELF.
After playing an unfinished version of Dirty Larry I was extremely impressed with the look of the game. The initial screens shows Dirty Larry at Police Headquarters, being talked to by his commanding officer. Neat touches include people walking past the window of the office and their silhouette's continuing along the see through walls. On another part, Dirty Larry comes across some real baddies on the underground train. The actual screen moves slightly up and down, giving you a real sense of the subway train moving. Expect it very soon.

HANDMADE SOFTWARE

A UK based software developer (see centre pages for further details), that has already produced the excellent Awesome Golf.

SHADOWSOFT

The company responsible for the recent Robotron 2084 is also planning a Lynx version of the old Atari classic Joust. They are also rumoured to be working on a game called Bugs, although no details at the moment (I hate these bloody rumours).

LORICIEL

Is a french developer, whose latest offering Supersweek is reviewed in this issue.

EPYX

The company who started the ball rolling, created some very good initial titles including the excellent Blue Lightning and California games. Both of these games still hold their own today.

ELECTRONIC ARTS

As we went to press we found out that a Game called Desert strike is in development. With the present infomation we have we believe that Electronic Arts is developing the game. Atari is also in discussion with EA about a number of other titles.

ANCO

You can finally play the most fab football game in the world. Yes, Kick off is coming for the Lynx

Every issue from now on we will be giving you the latest infomation on the Lynx software development scene, from around the world

mailbag

Wow, issue three was totally brilliant. When I opened my mail the other day I wasn't sure if it was my Lynx user mag. The colour screen shots were superb oh, thanks for the poster. Anyway, I have a few questions and would be very grateful if you could answer them.

1/ Is there a gadget that will connect my Lynx to any television so I can play on a big screen, and if there is, how much does it cost?

2/ Will the Tv tuner work on the Lynx 1?

3/ When will Lemmings be out for the Lynx?

MARK HILTON

P.S My favourite game at the moment is Awesome Golf.

Firstly, I am glad you liked issue three. Although I think you will agree that this issue is better.

1/ The only so called Gadget available at the moment is called a Black box. Which enables you to watch the Lynx screen on the telly while using the handhelds buttons. The little wonder also boosts the signal to the television, so what you end up with is a Lynx game that looks like it's coming from a Megadrive. But before you rush out to buy one, I must tell you that this little Gadget does not come cheap. Only if you have five grand spare, can this little beauty be yours.

2/ I am not even sure if there will be a Tv Tuner.

3/ Around summertime.

Dear Lynx User

Many thanks indeed for issue 3 of Lynx User which is simply of excellent quality. Some points for your letters page:-

1/ Your answer to J.Skimmers letter is not quite correct. There is a way of telling a grey import Lynx by looking at the base above the words 'Made in Taiwan'. If it is an import i.e from US Market it will also say 'complies with limits for a Class B computing device....' as required in the US. If not it's not an import. Incidentally I'm sure index would'nt sell a grey import anyway- they have done well to market the new Lynx as it is a good place to purchase it through as if you really don't like it you can return it within 16 days for a refund. Compare this with Toys 'R' Us who are still selling the old Lynx only.

2/ I'm stuck on adventure 4 Slimeworld. How do you get to the next code from 27A1DF ? I got so frustrated I nearly traded the game, perhaps you can help? Also is there any video mapping available for any of the adventures?

3/ How much longer do you think Mean Machines can ignore the Lynx before they do reviews for it?

M.C Appleton

1/ Thanks for clearing that up. The person who answered last weeks letters, was taken outside and beaten severely about the head with a Game Gear.

2/ The HINTS and TIPS pages should help.

3/ I'm afraid I can't speak for them.

THE PETER BENNETT COLUMN

Hi, I am Peter Bennett. An ATARI 7800 fanatic who has been asked to write about ATARI'S grandfather of a console. From this issue onwards I will be bringing you news, reviews (from my team of joystick wagling game players), and any information
that I can beg borrow or steal on what is happening on the ATARI console scene.

I got my ATARI 7800 console as an unexpected Christmas present. Instead of cotton socks and heart covered boxer shorts (you wear those. ED), I got a console. At first I didn't use it much, preferring it's qualities as a paper weight. Then one day while watching paint dry on my newly decorated wall (sounds like an afternoon at LYNX USER. ED), I tripped over it. After removing the embedded joystick from my leg, I picked up the now half broken machine and connected it up. I managed to find a cartridge of Donkey Kong, stuck to a piece of toast in the fridge which I stuck in the slot (putting toast in the cartridge slot is not recommended, unless of cause it's wholegrain bread. ED). From that moment on I was simply hooked.

Well it's a nice story, untrue but I think you get the idea. The ATARI console in it's 2600 form has been around for some time now. Even now you can still buy the console in many high street shops. And the reason for the machines longevity is probably a simple one. The ATARI 2600 was the first of it's kind on the market, good graphics (well in those days), reasonable sound and above all very playable games. It had faults (too many to list here), but it was the first machine most people ever used and to coin a phrase 'your first time is always the best'.

If your like me and think this machine is the best thing since sliced bread, then write in to me at the normal address and I will put your comments in the column.

Next time I will take a look at the consoles past, and it's potential future. BYE.

ALIEN BRIGADE - is a target practice game on similar lines to Operation Wolf. The basic aim of the game is to stop the alien invasion of earth, by shape changing aliens who taken over a small village somewhere in South America. You also have to rescue your fellow comrades who have been takes prisoner on a previous occasion.

You use either the joystick to move a pair of sights on the screen, or you can use a light gun (if you have one) which is inaccurate but great fun.

Before you start each level you get a briefing from your commanding officer, who sets out your mission objectives.

Level 1 is jungle scenario. Where you must fight your way through enemy tanks (three direct hits), helicopter gunships, bazooka toting soldiers and the usual disgusting aliens to rescue your POWS. To help you along the way there are extra lives, spare ammunition and bazookas to pick up. A word of warning though, shooting your own men can seriously damage your score.

Level 2 is based around a river bank. You are attacked by the usual aliens and infantry as well as river gun boats and water skiing mercenaries. You slowly move along the river bank, until reaching a screen with alien underwater gunners popping out of the water. Standing in front of the them are four of your men, who block your shooting path. Although you must fight back, you must not kill all of them or you will be transported back to the beginning of the level.

Level 3 sets you in the water, where you must fight off human divers who have been taken over by the aliens. Don't kill the mermaids, but destroy the minisubs.

Level 4 is situated in a mine shaft, where the aliens are keeping their mindmolding machine. Perhaps one of the easiest levels, and great for amassing

points. You work your way through the mine cave with little opposition, to a bricked room that contains the machine. Before moving onto the mind melding machine though, your pathway is blocked by a giant bat who appears twice. Destroy him by blasting continuously at his chest. When you reach the machine, you will see the process of humans turning to aliens. Watch carefully as the humans get changed into blood sucking aliens. You should time it just right so that as the changed human emerges from the machine, you open fire. Be careful though as sometimes the human doesn't get changed, and emerges unscathed from the process. If you keep going like this, you will be able to amass an excellent score and bring your life status to full. Once you have had enough of doing this, destroy the machine to go onto the final level (continue hitting the top part of the machine to make it explode).

Level 5 is the final level. It is situated on a mountain top where the mother alien is located. As well as the normal nasties you have flying saucers (need two hits) and two giant like Cobra snakes. Both snakes need two hits from the powerful bazooka you are given at the beginning of the level. Dont use more than that as you need the rest for the mother alien at the end of the level. A cross between a squirrel and a snake, this is the creature that has given birth to all of your alien problems. Continue to blast at it and eventually your hard work will pay off. Congratulations, you have reached the end.

ALIEN BRIGADE is one of the best games I have played on the ATARI 7800. It has excellent sound and very good graphics. The gameplay can get slightly repetitive, with not as much variation between the levels as I would of liked, although the scenario of fighting aliens is intresting. If you have the light gun, the game takes on a whole new perspective with a kind of them against us attitude. On the whole I really liked this game, and it's a must buy for anyone who likes operation wolf type games.

GRAPHICS	8/10
SOUND	9/10
LASTABILITY	6/10
OVERALL	7/10

READ LYNX USER REGULARLY!

LOOK OUT FOR ISSUE 5

OF LYNX USER AVAILABLE

JUNE 1ST

MORE NEWS, REVIEWS,

AND INTERVIEWS.

PLUS A NEW CARTOON

STRIP, A NEW USA

COLUMN AND MORE.

TOKI

By ATARI (£29.99)

Could this be the first of the "Up-to-date" arcade conversions for the Lynx? Previously the Hand held wonder has been dogged by rather old softs being released for it. However good these may be they fail to compete with the new titles for Game Gear and Lameboy. So here we have a non-Tengen arcade release at last and one which should widen the appeal of the Lynx.

First off here's the plot, you control Toki a monkey with a mission. Your love has been wisked away by the evil wizard and you have been transformed from the athletic prince into an energetic simian by this nasty necromancer.

You move your way through the forest, caves, sea etc. in true arcade fashion, your mischievous chimp is armed with a lethal spit, which can be enhanced by various power-up icons that conveniently litter the land. Toki can also find, (he doesn't have to look too hard), other bonus items such as Football helmets that give Toki protection and Boots that let him jump higher and further.

Once Toki is fully zapped he begins his perilous journey along the path of true love, as all good mutations should. You start outside a large and foreboding cave, you progress through the cave and up to the mid level guardian, a superb machine of spiting fish heads and pounding limbs driven by two maniac monkeys. The technique here is to ascend the ladder quickly, stand to the left spiting upwards for all you are worth to remove the leftmost heads, then firing to the right to clear the fists, running under the machine and knocking off the rightmost heads before climbing up to knock the monkeys from their perch. Toki then dashes through another cavern, avoiding not only the monkeys but also the jet propelled heads and little blue demons armed with arrows. In this cave can also be found my least favourite adversary, the spiders, these artful arachnids not only spew bombs in eight directions, but increase their frenzied attacks every time they are shot until they finally die. Once through here you face the end of level monster a rather large bald native, he leaps about the screen in an annoyingly erratic fashion and hurls a stream of acrobatic orangutangs at you. The best strategy here is to fire as rapidly as possible at the creature as he hurls the monkeys at you then run under him as he bounds around, only to repeat the attack until either he dies or you do.

Level two offers similar challenges, but here you also gain goggles and snorkel and swim for it. The mid level fish is very well done, straight from a Sinbad movie, he attacks waving trident and shield spewing red fish at you. The end of level two brings a ghost whose eyes are deadly.

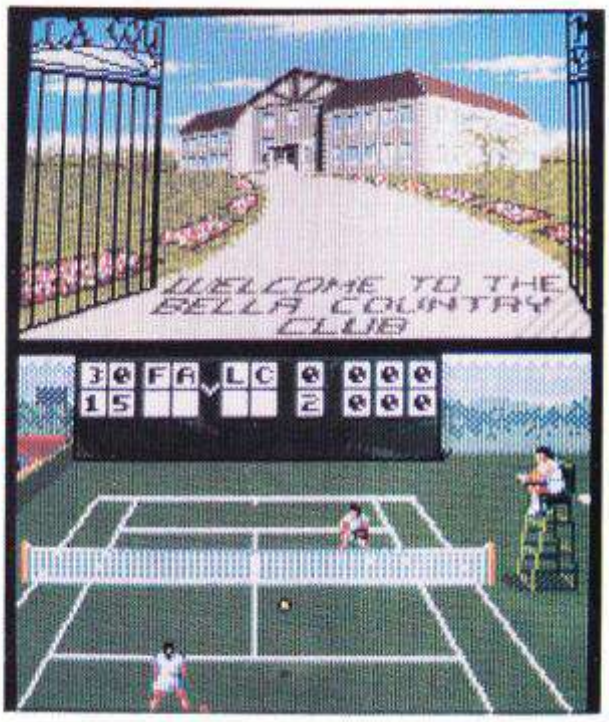
This really does mark a departure for Atari in both content and production, a conversion of a good and popular arcade cabinet, and a level of professional presentation that many of the other softs in the Lynx catalogue lack. NuFx appear to have taken their time over this little ROM, and you can feel it in the game, no awkward controls or off collision detection and no substandard grafix. Every byte feels right, the music fits, the animation is cool, the BEST arcade game on the Lynx, no contest.

I reviewed Xybots recently and thought it was good, much better than many of the earlier Lynx games, this however is a different order of magnitude altogether, perhaps.

The attention to detail in this cart from Atari and NuFx is awesome, all the features of the coin op are here and no compromises on game play, graphics or sound, miss it at your peril.

As for ratings 9/10, (only because to give 10 would mean that I couldn't rate any of the awesome games yet to come on the Lynx!).

Steve



Handmade Software

This issue we talk to Jim Gregory, Managing Director of Handmade Software the people responsible for the brilliant Awesome Golf.

I've been asked to write a few words for Lynx User which will hopefully let you know a little about our company, the development of our game "Awesome Golf" and news of the games that we have in the pipeline. Our company is called Handmade Software Ltd and we are based in a converted Edwardian house, just outside Manchester. We formed the company in August 1990 to produce software primarily for handhelds.

We brought together in the new company programmers and artists who have had a string of successful titles to their credit. Some have been writing and designing games for over 12 years. In fact we worked it out that we could claim the company had nearly 100 years experience!

So we had the company and the experience but at that time we had no work. We decided that the best hand held was the Lynx and so we sought work on that machine.

Two of us flew to Chicago to persuade Atari to agree a contract for a Lynx game. They were impressed by our abilities, and decided to trust us with the development of a game.

This was for a golf game which was later to be called Awesome Golf. It's working title was Lynx Links but when Atari tried to register the name they had problems with existing users of the name 'Lynx'.

Our brief for the game was to produce a game which would have appeal across a wide age range. Atari wanted the control system to be quick to learn and they wanted the course graphics to be realistic rather than the filled polygons found in other console games.

Originally there was to be only one course but we managed to generate the courses from a very compact data structure. This gave us 54 holes instead of the original 18. Salford University helped us track down the rare printed formulas for the flight of the ball which meant that the flight model could be accurate. At least 3 months solid research went into the game, including consulting with golfers and avid game players. Once the main game mechanics were completed we then spent absolutely ages testing and making small adjustments to make everything just right.

One of the biggest headaches was the Comlynx multi-player option, although we had lots of experience with comms software and even had Atari's generic 'Red Eye' code. At first, it was funny seeing the golfer hit on one screen and miss on the other but we did not think the player would find it funny. In the end we had to produce our own special code and had to incorporate a routine that would ensure that all Lynx's would stay synchronised.

It is a shame that most Lynx reviewers never get to play the Lynx games in the ComLynx mode. This is undoubtedly one

player to have their own screen allows all sorts of new games to be developed.

One feature that we wanted to incorporate was the ability to zoom. Most people think that the Lynx can do this very easily but that is true only for graphics up to a certain size. Each hole in Awesome Golf is enormous in pixel terms. Consequently we had to develop a new technique which enables the zoom to be achieved. We were very pleased with the results, and once again it shows off a feature of the Lynx which puts it ahead of other handhelds.

During the development of Awesome Golf the relative price of the larger 2 meg cartridge fell. This meant that we were allowed to use a bigger cartridge (not that Atari would pay any more for the extra code). We used the extra memory to improve animation and the resolution of the holes, then we added detailed overhead views of each course. We also introduced 'Chipper', the little animal that guides the player through the game and provides spoken comments. This last feature added the polish and uniqueness to the game that we had hoped to include but had been dependant upon the Rom size.

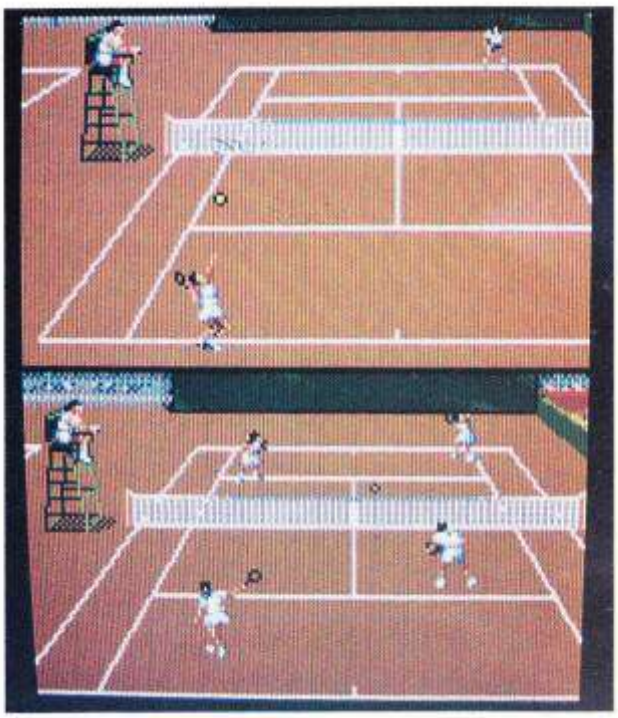
The game was approved by Atari after extensive testing and de-bugging. No one wants to produce thousands of duff cartridges so game testing has to be exhaustive. Once approved the game was then encrypted and put into Rom. The instructions and packaging were all completed and the cartridge shipped to the distributors some time in November 1991. This was just in time to enjoy great sales over the Christmas period. We all celebrated it's success with a meal at an expensive Italian restaurant. It had been a hard year but by the end H.M.S had grown to be responsible for 20% of the new games commissioned by Atari.

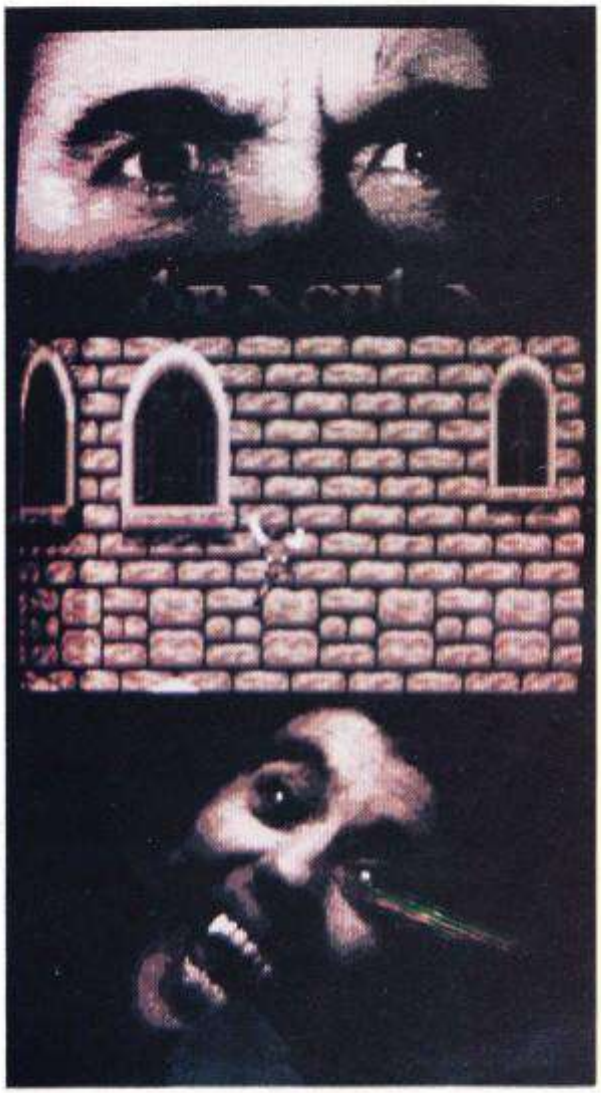
During the year H.M.S also did some development work on the Panther. This was Atari's new console which is already to be replaced by the Jaguar. (All we can say about the Jaguar now is that it should be well worth waiting for.)

We have five other titles currently under development for Atari. Each will offer something different and unique for Lynx owners. We are determined to produce the best software for the machine. We have ten people working flat out to ensure that the games can be completed and released this summer or earlier. So if you want a great golf game, go out and track down a copy of Awesome golf. If you would like a challenging game of Tennis or an exciting game of Beach Volleyball, then watch out for our versions. If you are into Adventures, then our animated adventure based on the classic book Dracula will not disappoint you. Finally if you would like to own our stunning 3D virtual world update of the classic Battlezone then you had better start saving up now.

I will be providing more insights into the development of these games in future issues. I will also be happy to let you know a few things about the Lynx that have not appeared elsewhere. For example; What is Red eye? What was Atari's reaction when we surprised them with our secretly developed multi-level; ace shoot-em-up? Is there a Lynx compatible machine on it's way? If you would like to know, then keep reading Lynx User.

We would like to thank Jim Gregory and all at Handmade Software for their help in writing this article.





Crystal Mines 2

What we have here is a very good Boulderdash clone. Its name is Crystal Mines 2 and as it's name suggests, you have to work your way through over 100 levels of mine action.

The basic idea behind the game, is to collect a set number of crystals within an allotted time limit.

The time limit of cause getting tougher the later the levels you get to. Your character carries a weapon with which to blow away the enemies and the surrounding walls. Buried amongst the debris are a few bonus items including what must be the ultimate power the smart bomb.

Whilst the game doesn't show off the Lynx in it's full glory. It does contain one major factor, fun with a capital F. Whilst it took me a little while to really appreciate the work that went on in the manufacture of this little gem, the perseverance paid of. If you don't buy this game, you might as well sell your Lynx.

GRAFIX	\\\\\\\\	8.5
SOUND	\\\\\\\	7.7
PLAYABILITY	\\\\\\\\\	9.2
OVERALL	\\\\\\\\	8.6

Reviewer: Chris

Slimeworld

Well this is a breath of fresh air, one of the few original games on the Lynx and since it was one of their first releases it isn't too bad at all.

Todds adventures in Slimeworld is quite a mouthful for a name of a video game, but don't let that put you off.

There are six different missions to this game to give you the run down on each mission would take too far too long. So here are the six sub-descriptions for the missions: 1 EASY; 2 EXPLORATION; 3 ACTION; 4 SUSPENSE; 5 LOGIC; 6 ARCADE.

You begin the game with your ship landing on the surface of the planet after which out plods Todd with his back pack and his megaspecs. This sets the scene for the rest of the game, which takes place underground. The game is best described as an arcade adventure with shoot-em-up overtones and it works quite well.

The aim of the game basically is to collect all the helpful items that are scattered around and to kill all the nasties. Sounds easy, well it isn't exactly hard to complete the game in a couple of days. The only thing which is a bit of a bugbear is that you can get a bit lost if you are not careful, even with the computer map. Apart from that no problem at all.

Items found along the way include a Gun power-up which gives you up to 3 or 4 waves of firepower instead of one. The Slimeshield is very handy but not enough duration to be that useful. Megabomb which means what it says, loads of destruction. There are a couple more but I'll let you discover these for yourself.

Enemies come in various forms from flying winged monstrosities to boils which swell out of the ground and explode covering you in Slime. "Hey I've been slimed!" Yes thats right, slime. This is the other main hazard in the game, the humungus amounts of green slime is unbelievable. A word of commendation must go to the makers of this game for the way the green stuff is animated, superb.

Anyway when you get covered in a bit of slime go to a little pool of water and Todd will wash it off. Thats all I can say about the game really, just enjoy.

GRAFIX	////////	8
SOUND	///////	7
GAMEPLAY	////////	8
OVERALL	////////	8

Reviewer: Chris

Lynx Ads

HARDWARE
Lynx machine 3 mths old. £50. Unwanted gift.
Also Lynx games wanted. Upto £12 paid.
Telephone: (0825) 762288

LYNX GAMES
For sale: Electrocop, Gauntlet 3, Slimeworld, Hard Drivin and Warbirds. From £15 TO £22 or will swap for good games. Telephone: Colin on (0452) 720812

Selling or swapping Atari Lynx games for Rampage, Rygar and Roadblaster or sell for £12. Please call Alion on (0772) 862463 Hear from you soon..

SELLING
Atari 520 STFM disc drive over £1000 of software inc Meglamania, Falcon, Populous, Midwinter. Also Zoomer aircraft joystick and mouse. Too much to list Tel

Atari ST games for sale: Commando £3, Continental Circus £5, Myth £2, Daley Thompson Challenge £3, Thunderblade £3, Robocop £4, Falcon £5
Contact Edwin on (0734) 885176

SWAPPING
I will swap Chips Challenge for any decent Atari Lynx game. Send list to J. Woods,, Cornashee, Lisnaskee, Co. Fermanagh BT92 OHR. I Will consider anything.
Telephone: (03657) 21155

Will swap all kinds of Football souvenirs and top stars autographs, will swap for Atari Lynx games. If interested please contact Gary Milne, 2 Ardeer Place, Fraserburgh, Aberdeenshire, SCOTLAND AB43 5SW

Rampart

By ATARI (£29.99)

Another offspring of the legendary Atari / Tengen deal is about to (ha! ha!) arrive upon the Lynx, and golly what a corker it is. Rampart, part Missile Command, part Tetris all Game....

Where do you start? A genuinely original game, perhaps not in content, but in execution pure Atari games genius. Tengen (Atari Games) are one of the few arcade companies outside Japan, Bally and Williams being the most noted other exceptions, and it shows in their original and off the wall products. I don't know when this will hit the streets, but when it does be prepared to part with your money for what is possibly one of the truly addicitve Lynx Carts.

This Cart has an excellent intro, as we see trees part, a bird fly off and a horse and rider gallop to the castle in the distance. In fact all the cut aways and title screens in this game are rendered in fine detail and colour, unlike some of the rather garish early carts. A by now familiar credit list is presented (Do Atari really have so few developers?), and then its on with the game.

Its really rather difficult to convey the gameplay, the mechanics are simple enough, but a simple description will fail to convey the faithfullness of this conversion and the qualities it has. You play the part of a garrison commander, you choose your castle and prepare to fend off the invasion.

On the landward side of the map are dotted small castles, you choose you stronghold, you always have a choice. The attack formation, or strategy, of the opposition will determine which is best, by skill or hindsight.

Once you have Chosen your fort the computer gives you a defensive wall which surrounds you. And allows you to position your ballistas (Cannons, whatever) upon your castle, the number of these increases with the waves of attack you survive per level. The enemy Fleet then begins its attack hurling fire and brimstone upon the upturned face s of your defending minions. You return fire by means of a roving cursor and limited ammunition.

Supposing you survive the onslaught you then get to rebuild your former glory from the swelter of rubble. This is achived by a process of repalcing blocks, Tetris like, around your base. The computer gives you blocks of varying shapes, all conveniently useless, and you surround your base. the walls must connect fully, and if you do so within the time limit then you wade once more into battle, fail and its back to mucking out the pigs. The time limit ensures that you end up with a fort resembling an explosion in a Lego factory, but none-the-less functional.

So the game progresses until they overrun you, you fail to rebuild or are bombed out of oblivion. Its hard to quantify the games addictive qualities, but it must be in the simple and intuitive gameplay. You never feel out of control, always pushed by the challange, but never losing due to clumsy mechanics only to lack of skill and overwhelming odds.

I can whole heartedly recommend this game to Puzzle and Aracde freaks, it neatly balances the two gameplays in one cuddly little Cart.

Just a couple of thoughts for all you readers in Lynx land, do Atari give a Damn? It would appear that Sega and Nintendo are rather more commited to their little babies than Atari. I do not speak without experience, I am in computer retail and I watch each day as Sega drum up more trade by good advertising and Nintendo flood the world with Game Carts. When will Atari learn that it is not enough to have a technically advanced machine if it is starved of good software, C'mon Atari where is our Sonic/ Mario super game?

SOUND	//////	6
GRAFIX	///////	7
GAMEPLAY	////////	8
OVERALL	////////	8

Steve

Hints & Tips

CRYSTAL MINES 2

I know this a brand new game. But we thought you might want the codes, for this frustrating level game.

```
 1 TSLA   2 UEPT   3 MTFQ   4 IRTR   5 ZCXP
 6 DPRX   7 OIGT   8 YHYR   9 VYHK  10 ITCU
11 QCFK  12 BXNG  13 MOXA  14 IDWJ  15 RFVC
16 GHSI  17 SKHU  18 TRFN  19 LQRE  20 AURV
```

STUN RUNNER - Level 12

At the beginning of the level, go up the right hand side of the tunnel and you will get a boost. Continue to stay on the right (as high as possible) and you will get a warp to level 19.

NINJA GAIDEN - Level 2

At the beginning of the level there will be three red topped men and a man with a log. If you don't want to bother killing them, go straight to the bar and get on it.

Thanks to Harry and Alex Marshall for the above tips.

GAUNTLET 3

Did you realise that there is three different endings to Gauntlet 3 the third encounter.

BILL AND TEDS

A time paradox occurs immediately you enter Rome. To avoid this replace the staff note where you found it, by the pillar in Egypt. Look out for in issue five the complete solution to Bill and Ted.

RYGAR - Final level

How to defeat the Gameboss

To successfully fire upon the Gameboss you have to go quite near to him, jump up and shoot him in the head/ shoulder area. This should be done extremely quickly. When you are this close to him, he will jump towards you. You must react quickly and run away. Then come back and do it all over again. After about ten times he should drop dead, and you will be rewarded a lovely bonus. Finally a congratulations screen appears.

Thanks to James O Dwyer for this tip.

CALIFORNIA GAMES

Spinning gives you the highest score, so try and remember not to jump much.

ROADBLASTERS

Start on the first level, hold down button B and drive along the left hard shoulder of the road. Hit the first tree, and you will be greeted with a Digitized picture of one of the programmers. By pressing Option 1 you can select which level to start on. Press Option A to continue, and you will have to complete Level 1 before starting on your selected stage. If you drive along the right hand side, a digitized picture of the co-programmer will appear. If you complete Level 50, you will hear some wicked music.

Thanks to Dale Birkett.

A.P.B

The best strategy is to obtain your quota first, then pick up money bags. When your quota is full, everything is double points. If you pick up a $5000 money bag, you get $10000.

XENOPHOBE

Did you realise that every item you pick up is worth 1000 points. At the end of each Level, 1000 points is given for each item left in your inventory.

CALIFORNIA GAMES

Interested in riding the pelican in the surfing game? Run your last man off the bottom of the screen, a few seconds before the time runs out. The pelican will fly across the screen, and when your time runs out your man will drop out from the top of the screen and land on the pelican. Sounds like fun.

GATES OF ZENDECON

Ever wanted to know about all the strange creatures in Gates of Zendecon? Well you asked for it....

Gunners - little guys on towers that shoot at you.
Hearts - large realistic hearts that release blood cells.
Shark blades - un-killable pocket knife little creatures.
Saucer flakes - a flying saucer full of little flakes.
Mortars - mobile launchers.
Programmers - digitized faces, easy points.
Flies - nasty little things that just get in your way.
Lettuce Tossers - vines that throw up lettuce and grab at you.
Mists - multi coloured mists that can't be killed.
Dust clouds - nasty brown clouds that pull you down.
Robots - big saucers with arms to grab your ship.
Smashers - large metal plates that must be passed when open.
Meteors - small balls of fire that fall at 45 degree angles.
Torpedoes - short torpedoes that move horizontally.
Lifes - like John Conways life game.
Platforms - small flat boxes w/lights that bounce up and down.
Spaceships - as in flash Gordon, shoots MIRVS.
Turtles - with helicopter packs and torpedo launchers.
Rockets - long thin rockets that fly horizontally.
Missiles - little fat missiles that travel horizontally.
Death blossoms - nasty plants that breed un-killable jelly things (technical term).
Spine throwers - shoots out sharp spines at 45 degree angles.

Hints & Tips

Men O War - similar to the sea creatures, must shoot tops.
Drippers - small worldlets that drip green ooze.
Launchers - treaded vehicles that launch missiles.
Shooters - snowflakes that throw out x's.
Spinners - two Ss linked at centre that spin around.
Walkers - big eggs with an eye and two legs (look like scout walkers from Empire Strikes back).
Asteriods - just like the game, shoot one, get two.
Wasps - hard points, can fly through wings.
Sucker beasts - pull in spaceships for instant death.
Jaws of Death - fly through as soon as seen.
Snakes - little green ones that roll across the screen.
Static blobs - shoot in red centre.
Crawling eyes - a pair of eyes linked together.
Bubbles - small ones that push you toward top.
Eggs - large ones that can be shot.
Flying saucers - mostly distractions.
Molecules - easy points.
Laser beams - thin, fly horizontal and are plentiful.
Crystals - green, vertically oriented, sometimes falling.
Eyes - larger eyes that shoot occasionally.
Blocks - large squares, when working are self repairing.
Mines - attached to point, wave about violently.
Dishes - must shoot eye at centre - shoots lasers when hit.
Amoebas - easy points.
Now I bet you wish you didn't ask.

SHANGHAI

To view the victory screen without winning the game, got to the best scores screen and press pause. Hold down both option buttons, A and B and press joypad up and to the left.

CALIFORNIA GAMES - BMX

By rapidly pressing left you will slowly move backwards. Press down and right until your front tyre gets near the edge. Then back up until your rear tyre nears the back wall then repeat until you are on the edge of the grass. Now back up all the way until your tyre hits the wall. The computer will think that you have finished the race and will give you a score and rating. The faster you do this the higher your score. At the finish line there is a haystack near the bottom. Hit it with your back tyre to activate the system freeze. *We would like to thank On Target Magazine for this cheat.*

RAMPAGE

Interested in seeing one of the programmers? Activate the level select trick (PAUSE and UNPAUSE when choosing your monster) At the newspaper, hold down OPTION 1 and select Day 6. Press PAUSE twice. Hold down OPTION 1 and Select day 15. Press PAUSE twice. Hold down OPTION 1, OPTION 2, and B simultaneously. The game will end, but will show a two frame "smiling programmer" animation instead of the winning monster.

SCRAPYARD DOG - On city 1

Get to the second building and push up on the door. Upon doing this a little red door will appear above you. To enable you to go through the door, you must become small. This is achieved by pushing up on the top window of the third building. Going through the door will transport you to desert.
Thanks to Paul Tyler for this tip.

VIKING CHILD

We have some codes for this very playable adventure.

```
P1 OMEGAMAN  P2 PATRICIA
P3 REDDWARE  P4 DEWSBURY
```

WARBIRDS

When you crash you see a red poppy screen. Press PAUSE on the screen and scroll around with the joypad. You will be able to look around the Battlefield and at the other planes flying about.
Anyway, if you do the same thing except this time press PAUSE five times you'll be able to fly about in the enemy planes.
Thanks Dave.

CHIPS CHALLENGE

Last code is DIGW (level 149).

CALIFORNIA GAMES - BMX

If you hold a single polarized lens to your right eye, whack California Games into your Lynx and play BMX, you will get a 3-d effect that i think you will find is quite impressive. This theoretically, should work on any games where the background (or foreground) is moving fast to the right, or left if you hold the lens to your left eye. I think this works by slowing down the light travelling to the eye covered with the lens, therefore tricking the brain into thinking that it is looking at a three dimensional image. I reckon that if great care was taken into getting the effect just right, it could have a great impact on the Lynx gamecard market.

Do you know how to beat the clock on Chequered Flag?
Have you found a secret room in XYBOTS?
Do you have a secret way of beating your goldfish at slimeworld?

Well if you have any hints and tips on any Lynx game, please send them in to the usual address.

Hints & Tips

CHIPS CHALLENGE

Have you always wanted to know every code for Chips Challenge, well tough we are not going to tell you ..... alright here are the codes.

Instead of the stated 144 levels, there are actually 149.

Learning levels are:

1-BDHP	2-JXMJ	3-ECBQ	4-YMCJ
5-TQKB	6-WNLP	7-FXQO	8-NHAG

And the rest of them:

9-KCRE	10-VUWS	11-CNPE	12-WVHI
13-OCKS	14-BTDY	15-COZQ	16-SKKK
17-AJMG	18-HMJL	19-MRHR	20-KGFP
21-UGRW	22-WZIN	23-HUVE	24-UNIZ
25-PQGV	26-YVYJ	27-IGGZ	28-UJDD
29-QGOL	30-BQZP	31-RYMS	32-PEFS
33-BQSN	34-NQFI	35-VDTM	36-NXIS
37-VQNK	38-BIFA	39-ICXY	40-YWFH
41-GKWD	42-LMFU	43-UJOP	44-TXHL
45-OVPZ	46-HDQJ	47-LXPP	48-JYSF
49-PPXI	50-QBDH	51-IGGJ	52-PPHT
53-CGNX	54-ZMGC	55-SJES	56-FCJE
57-UBXU	58-YBLT	59-BLDM	60-ZYVI
61-RMOW	62-TIGW	63-GOHX	64-IJPQ
65-UPUN	66-ZIKZ	67-GGJA	68-RTDI
69-NLLY	70-GCCG	71-LAJM	72-EKFT
73-QCCR	74-MKNH	75-MJDV	76-NMRH
77-FHIC	78-GRMO	79-JINU	80-EVUG
81-SCWF	82-LLIO	83-OVPJ	84-UVEO
85-LEBX	86-FLHH	87-YJYS	88-WZYV
89-VCZO	90-OLLM	91-JPQG	92-DTMI
93-REKF	94-EXCS	95-BIFQ	96-WVHY
97-IOCS	98-TKWD	99-XUVU	00-QJXR
101-RPIR	102-VDDU	103-PTAC	104-KUNL
105-YNEG	106-NXYB	107-ECRE	108-LIOC
109-KZQR	110-XBAO	111-KRQJ	112-NJLA
113-PTAS	114-JWNL	115-EGRW	116-HXMF
117-FPZT	118-OSCW	119-PHTY	120-FEXP
121-BPYS	122-SJUM	123-YKZE	124-TASX
125-MYRT	126-QRLD	127-JMWZ	128-FTLA
129-HEAN	130-XHIZ	131-FIRD	132-ZYFA
133-TIGG	134-XPPH	135-LYWO	136-LUZL
137-HPPX	138-LUJT	139-VLHH	140-SJUK
141-MCJE	142-UCRY	143-OKOR	144-GVXQ

Level 145-MAND is the secret Mandeelbrot explorer.

Hidden levels:

146-JHEN	147-COZA	148-RGSK	149-DIGW

XENOPHOBE

A few things to remember when playing this excellent game;
The Electrogun is the best all round weapon.
Every time you complete a space station you get health points, so only self destruct the most difficult stations.
Crawling is slow but an excellent defense against most of the nasty's.
If you would like some help on Xenophobe, drop me a line and we will see what we can do. But please remember that you must enclose a SAE if you want a reply.

SLIMEWORLD

Stuck on level 2 of Slimeworld? Well here are the codes:

D199B9	D29EBB	75DCD8	7E5D4D
EA193D	D01A24	F1181B	FD18OF
EE9EBF	085F11	8EDA1A	7C5B49
ED1F32	4FDFDD	BD1DC0	20D988
AC5CB2	089ADD	B79B40	
139CFE	70DCDF	7F9E0C	

Thanks to John Skinner for the codes.

ZARLOR MERCENARY - SECRET LIFE PROGRAM

From the character select screen, hold down the OPTION 1 button, press the Joypad UP, DOWN, LEFT, RIGHT, and UP. The screen will change to the life program. The program will simulate a bacteria colony, calculating life death, and rebirth depending on isolation, over population, and perfect harmony!

High Scores

CHEQUERED FLAG
Tournament

John Charles	98
Ed	127
David Smith	146
Martin Taylor	116
Andrew Bentley	176

ZARLOR MERCENARY

Ross Wright	794,099
Paul Marsh	2,655,201
Peter Bennet	1,233,451
Mark Cook	979,234

GAUNTLET 3

John Skinner	140,690
Nicola Whittaker	752,610
Ross Wright	10,000,023
Andrew Bentley	4,786,894

CALIFORNIA GAMES
BMX

Ed	490
Terry Georgion	761
Ross Wright	620
John Spalding	486
Joanna White	472
Harry Marshall	820
Tony Hall	330
Allan Croft	995

BLUE LIGHTNING

Colin Leonard	247,250
Ross Wrights	351,050
Peter Bennet	295,750
Paul Johnson	410,200

Turbo Sub

Guest Reviewer: Robert Pain

Jump 800 years into the future for the latest in the new batch of Lynx games 'Turbo-sub'. The action takes place both above and under the sea, in a futuristic submarine armed with two smart bombs and a blaster. The weaponry can be upgraded in the shop at the end of the stage, if enough gem pods (this is futuristic money) are collected. The best of which are the Tracking and the Rapid fire.

The stages of the game are in two main levels. The above water level (which is the easier of the two) where you have to clear the sky's of the Alien craft's, then the underwater section is where you have to dodge pillars and shoot alien sea creatures (which is similar to Star Wars if you can cast your minds back that far). As the levels progress there are more and harder aliens to kill and different objects to dodge and at the end of about 4 stages you get a Guardian, which takes 4 sometimes 7 hits to kill and different objects to dodge.

The scaling on the enemy sprites is very smooth and the movements of the ground and water is also impressive, and so is the collision detection. The sound is very good and consists of blasting and crashing.

I found this game quite impressive but was let down when I completed it, because I expected more than a few screens, congratulations and a message.

Although it's not to hard it should keep the owner occupied. If you don't buy it for the gameplay then buy it for the sound and colourful graphics.

GRAFIX	////////	8
SOUND	///////	7
GAMEPLAY	///////	7
LASTABILITY	///////	7
OVERALL	///////	7

Robotron 2084

Shadowsoft (£29.99)
Reviewed by Thomas Holzer
Reprinted from 8:16

Ten years ago there was a fast and furious video game that drove people visiting the arcades totally mad. It featured a new two joystick control system that made it possible to shoot 360 degrees and still move around at the same time. The name of that game? It was "Robotron 2084". Now, ten years later, it makes a comeback on your Lynx and it looks, sounds and almost plays like its arcade uncle.

As you may have guessed, it is the year 2084 and the people of earth created the ultimate machine, a Robotron. One fine sunny day the Robotrons decided that man is not good enough any more and all humans must be destroyed, so they started to revolt against mankind. It is now up to one man to save the humans, he is a warrior armed with only a laser and guess who that man is?

The game starts on a large playfield filled with Robotrons, humans and obstacles. The aim of the game is to destroy the enemies and save the humans before they become "Progs", helpers of the Robotrons. That is all there is to it. Sounds easy?

At first it seems to be a bit difficult getting the controls right, remember the coin-up had two joysticks, but in this version you have three alternative firing modes, one of those will surely suit you.

I found the best mode is option C, which means A button is rotating fire clockwise and button B counter-clockwise and after a while of practice you'll be doing some serious blasting.

The graphics and sonics are coin-up identical and you even get the flashing Robotron title screen plus another two extra title screens. An old blast it may be, but it is a hell of a good one.

Superskweek

Ever heard of Superskweek from Loriciel? Well if you own a PC Engine, then you should of come across this Gem of a game before.

The basic premise of the game is to move your superskweek (a cotton wool ball with eyes) around a blue tiled screen, turning the tiles pink. You also have to rescue fellow Superskweekers, trapped in various levels. A small pink heart appears when you do this.

When you switch on you are greeted with an unusual Superskweek logo. A group of icebergs, with a little periscope peeping out of the water (a nice touch I thought).

The select levels are pretty straight forward, normal, Random, Combat, and of cause password. If you choose random, the machine will select one of the 250 levels for you to play.

And on completing this level it will randomly choose another.

The combat selection I could not figure out (my excuse is that I did not have any instructions), but I am sure you will write in and tell me what it does.

Anyway to start the game select normal (seems logical Mr. Spock) and you will be sent into a screen showing five islands. Each group of islands represents a set of levels;

WELCOME ISLANDS	Levels 1-50
PAGALAGOS ISLANDS	Levels 51-100
KROKOTAO ISLANDS	Levels 101-150

and finally the forbidden islands;

ZONGULDAK EMPIRE	Levels 151-200
VOCIFERIA EMPIRE	Levels 201-250

You begin your game at any of the first three islands, but unfortunately the forbidden islands have to be physically reached through playing the levels.

At the beginning of each level you are give a certain time limit in which to complete it. If you don't complete the level in time or are killed along the way, you loose a life (okay, I know it's obvious).

Your job is to paint all the blue tiles littered around the level pink, by moving over them. To help you in your task you can pick up a big paint brush, that paints a larger area than normal. You also can pick up extra lives, pieces of food that give you extra points, shields, four way fire, and different types of weapon options. There is also circle fire which is no use whatsoever.

To hinder your progress over the levels are some of the most awesome creatures ever to be seen on the Lynx. Killer Penguins (oh, no), Ghosts (very spooky), Owls, Red Killer Skulls and Eyes. Eliminate the Eyes on site as they move at warp speed towards you. And they don't take prisoners. Every time you kill a nasty, a gold coin is left in it's place. Pick these up so that you can buy extra options in the local Superstore. Everything from a extra life to Swizz cheese can be bought, so remember to pick up those coins.

Apart from the nasty's, there are a number of physical obstructions to look for including disappearing floors, slippery tiles, carnivorous tiles (there mouths open and close), bombs, vanishing tiles and green blobs (that enable you to cross to other areas). The levels get continually more difficult, with long bridges, missing tiles and difficult passageways to work your way through.

Superskweek is an extremely challenging and enjoyable game. The sound is very good, and with 250 levels to complete it should keep you occupied for quite a while.

On the whole I liked the game. The creatures are smoothly animated, and the Killer Penguins are fab (I think a whole game should be based on them).

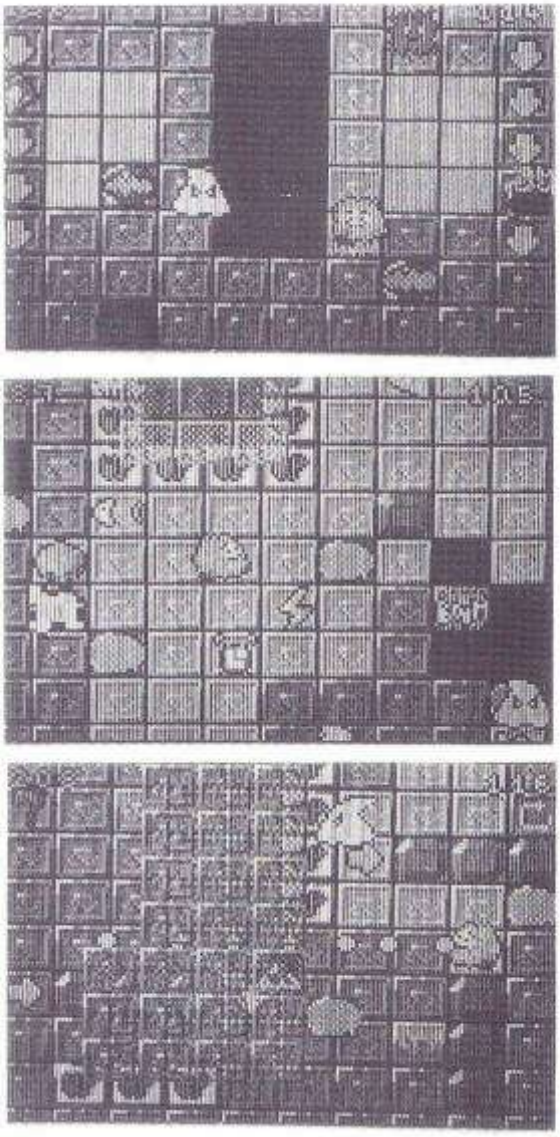
My only gripes are that the levels can look very similar, and that your Superskweek seems to walk at a snails pace. This is really a thinking man's / woman's Pac-Man.

This game gets my recommendation, but ask your local computer store for a quick Demo before parting with your hard earned dosh.

GRAFIX	////////	8
GAMEPLAY	///////	7
SOUND	///////	7
OVERALL	///////	7

Reviewer: Edwin

Superskweek



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Available June 1st

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